

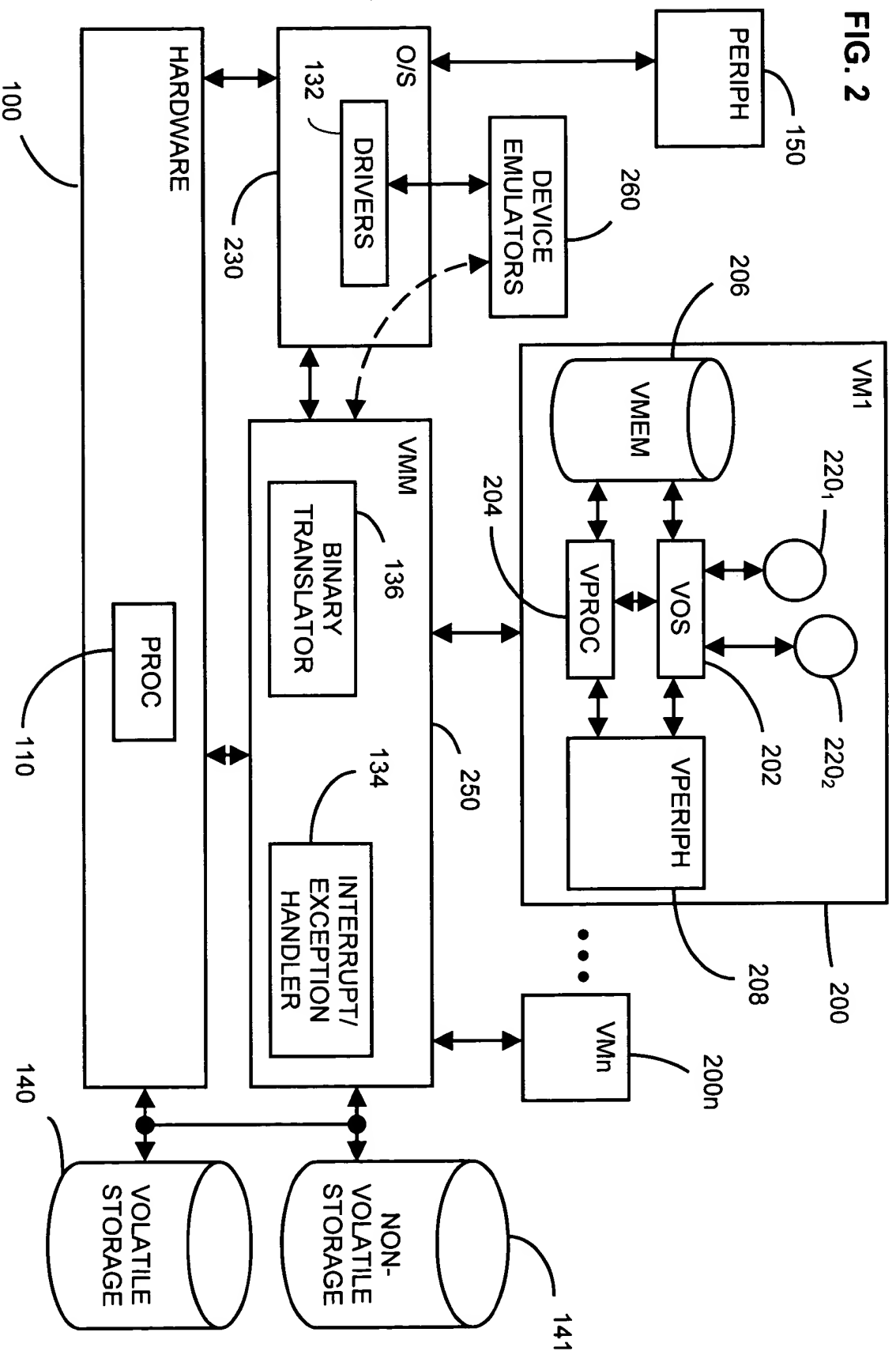
FIG. 1 is a block diagram illustrating a system architecture. The system is organized into three main horizontal layers, with components and their interconnections as follows:

- Top Layer (Peripheral and User Interface):**
 - PERIPH (150):** A peripheral device connected to the system.
 - 120₁, 120₂, ..., 120_i:** A series of circular components representing user interfaces or applications, connected to the system via bidirectional arrows.
- Middle Layer (Intermediate Software):**
 - INTERMEDIATE SOFTWARE:** A central block containing:
 - DRV (132):** A driver component.
 - BINARY TRANSLATOR (136):** A component for translating binary code.
 - EXCEPTION HANDLER (134):** A component for handling exceptions.
- Bottom Layer (Hardware and Storage):**
 - HARDWARE (100):** A large block containing:
 - MMU (116):** Memory Management Unit.
 - PROC (110):** Processor block containing:
 - REGS (112):** Registers.
 - INT (114):** Interrupt controller.
 - Storage:**
 - NON-VOLATILE STORAGE (141):** Represented by a cylinder, connected to the Intermediate Software and Hardware.
 - VOLATILE STORAGE (140):** Represented by a cylinder, connected to the Hardware.

Interconnections:

- PERIPH (150) and the circular components (120₁, 120₂, ..., 120_i) are connected to the INTERMEDIATE SOFTWARE block via bidirectional arrows.
- The INTERMEDIATE SOFTWARE block is connected to the HARDWARE block via bidirectional arrows.
- The INTERMEDIATE SOFTWARE block is connected to the NON-VOLATILE STORAGE (141) via a bidirectional arrow.
- The HARDWARE block is connected to the VOLATILE STORAGE (140) via a bidirectional arrow.
- There is also a direct connection from the NON-VOLATILE STORAGE (141) to the VOLATILE STORAGE (140).

FIG. 2



VM

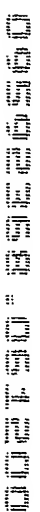


FIG. 4

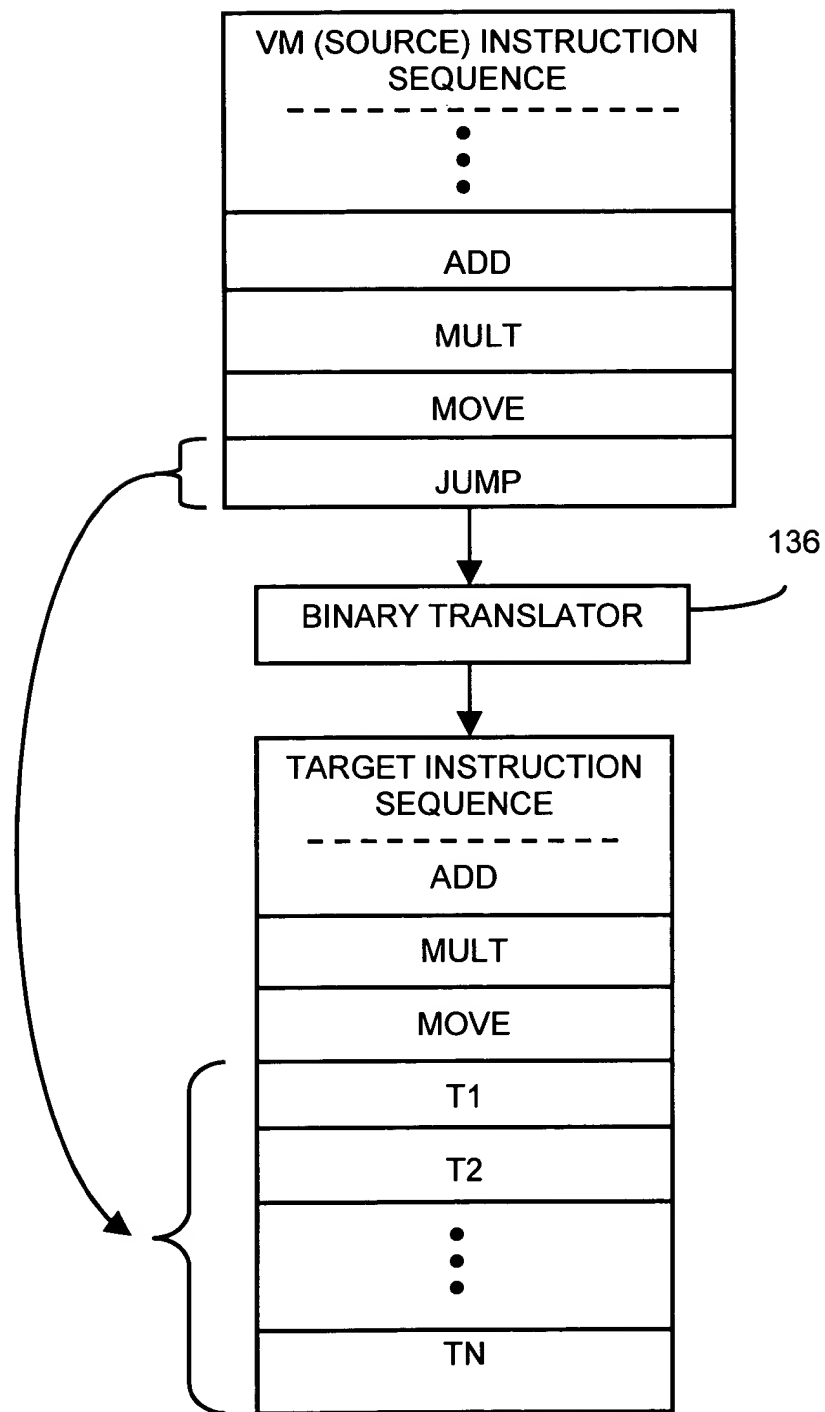


FIG. 5

